

## THE JUMBLED ZOO

Display numbered cards around the room — each with the jumbled name of an animal. Give every one a pencil and paper and allow him twenty minutes to write the correct names. The winner gets an inflated rubber animal.

- |            |                  |                |
|------------|------------------|----------------|
| 1. Xof     | 11. Omseo        | 21. Xyln       |
| 2. Atb     | 12. Reah         | 22. Dbgrae     |
| 3. Nimree  | 13. Toppophusaim | 23. Telpneha   |
| 4. Vrabee  | 14. Alaml        | 24. Reba       |
| 5. Rugaja  | 15. Tarmom       | 25. Sephe      |
| 6. Sas     | 16. Nugeipagi    | 26. Beareehstt |
| 7. Paoledr | 17. Rulwas       | 27. Makstur    |
| 8. Rafifeg | 18. Geogdehh     | 28. Gesnmooo   |
| 9. Nilo    | 19. Helaw        | 29. Hatrenp    |
| 10. Kaclja | 20. Resho        | 30. Purponeci  |

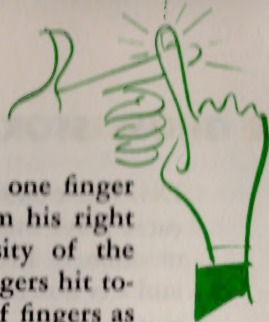
### Solutions:

- |            |                  |                |
|------------|------------------|----------------|
| 1. Fox     | 11. Moose        | 21. Lynx       |
| 2. Bat     | 12. Hare         | 22. Badger     |
| 3. Ermine  | 13. Hippopotamus | 23. Elephant   |
| 4. Beaver  | 14. Llama        | 24. Bear       |
| 5. Jaguar  | 15. Marmot       | 25. Sheep      |
| 6. Ass     | 16. Guinea pig   | 26. Hartebeest |
| 7. Leopard | 17. Walrus       | 27. Muskrat    |
| 8. Giraffe | 18. Hedgehog     | 28. Mongoose   |
| 9. Lion    | 19. Whale        | 29. Panther    |
| 10. Jackal | 20. Horse        | 30. Porcupine  |



## BIG RAINSTORM

To simulate rain, have every one pat one finger of his left hand with one finger from his right hand. Gradually increase the intensity of the storm by increasing the number of fingers hit together. Hold up the desired number of fingers as the signal. Decrease the number of fingers tapping as the storm passes.



## BALANCE STUNT

Ask every one to stand and raise his right hand, then his left. Now have him raise his left leg and close both eyes. After a few seconds, when everyone is trying to balance on one foot, say, "It's dark, isn't it?"

## BETCHA CAN'T

- Tell every one to place his right hand where his left hand can't reach it. After considerable commotion, solve the dilemma by placing your right hand on your left elbow.
- Ask if anyone can walk out of the room with two legs and return with six legs. If no response, leave the room and come back with a chair or a dog or cat.
- Call a member from the audience and make an issue of the fact that he can't remove his coat alone. When he accepts the challenge, take your coat off, too.
- Boast that you can push a quarter through a ring. Ask if anyone can do it. Demonstrate by putting your finger through a ring and then pushing a quarter.